

# **CHICO AREA DART ASSOCIATION**

## **CADA**

### **RULES OF PLAY**

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## INTRODUCTION

All league play will be according to the A.D.O. format except those noted in the following rules and regulations.

If there are any complaints to be lodged they should be brought up by the team captain only, and presented to the Executive Board prior to the season opener. The Executive Board and general membership will decide if the complaint is valid and what should be done (i.e. – Change the rules, adopt new rules or leave as is).

## ARTICLE I      EQUIPMENT

Section 1. All league competition, including tournaments, shall be on a standard 18” bristle board, and shall be of the standard 1-20 clock pattern.

Section 2. The scoring wedge indicated by 20 shall be the darker of the wedge colors and must be the top center wedge.

Section 3. The minimum throwing distance shall be 7’ 9 ¼”, measured from the face of the board to the front of the hockey line. The board height shall be 5’ 8”, measured from the floor below the board to the center of the bull, 9’ 7”, with ½” variation measured diagonally from the center of the bull to the front of the hockey line.

Section 4. The sponsoring establishment or organization shall be responsible for supplying and maintaining at least the following number of boards:

- |                                   |   |
|-----------------------------------|---|
| A. 1-2 league teams: one board    | (This requirement for<br>each scheduled night<br>of league play.) |
| B. 3-4 league teams: two boards   |   |
| C. 5-6 league teams: three boards |   |

Section 5. All dart boards shall be firmly anchored.

Section 6. All dart boards shall be positioned so as to be readily available to players without distraction to any thrower at any point of the game.

Section 7. The spider wires must be legible and not broken. The double and triple rings must be within 1/16” of the normal gap of 3/8” in any segment.

Section 8. The condition of the boards, as to wires, colors, flat surfaces, etc...shall not vary significantly from the majority of the league establishments.

Section 9. Lights must be affixed in such a way as to brightly illuminate the board, reduce to a minimum the shadows cast by the darts and not physically impede dart flight.

Section 10. Darts used in league/tournament play shall not exceed an overall maximum length of 12” nor weigh more than 50 grams per dart. Each dart shall consist of a recognizable point, barrel and flight. All darts must be thrown by and from the hand.

Section 11. For the purpose of starting and finishing a game, leg and match, the inner bull is considered a double 25.

Section 12. The hockey line must be parallel to the board and at least 24” in length.

Section 13. There shall not be any league competition on boards not meeting the above standards to the satisfaction of the league Executive Board. Any establishment not having an acceptable board that has been certified for league play by the Executive Board shall postpone all games scheduled to be played at the home establishment until an approved board has been provided. The dart board committee shall inspect the boards and other equipment at each establishment prior to each league competition period.

Section 14. The captain of any team objecting to the condition of an approved board or other equipment may protest the match. He/She will notify the opposing team captain and the Executive Board immediately. The match will be played and the scores recorded. If the Executive Board determines the board or equipment in question is not acceptable, it may void and re-schedule the match. The re-scheduled match must be played prior to the next scheduled league match.

Section 15. A scoring surface shall be mounted in such a position that the scorer will be in close proximity to the scoreboard without distracting the players and can be easily read by all concerned.

## ARTICLE II            DATE AND TIME OF MATCHES

Section 1. All regular league competition shall be scheduled for Tuesday nights, beginning on a date to be set by the general membership.

Section 2. All regular league games will start at the time indicated on the schedule.

## ARTICLE III      FORMAT AND GAME PROCEDURES

### Section 1. Game Format.

‘A’ & ‘B’ Divisions – 6 Singles and 3 Doubles to be played as follows:

#### 301

2 – 301 Singles matches, best 2 of 3. Double in and out.

1 – 301 Doubles match, best 2 of 3. Double in and out.

#### 501

2 – 501 Singles matches, best 2 of 3 (‘B’ div, 1 leg only). Straight start, double out.

1 – 501 Doubles match, best 2 of 3 (‘B’ div, 1 leg only). Straight start, double out.

#### Cricket

2 – Cricket singles matches, best 2 of 3. All three darts may count, slop shots included.

1 – Cricket doubles match, best 2 of 3. All three darts may count, slop shots included.

### Section 2. Starting Procedures:

1. Each individual singles and doubles games will begin with a coin toss.  
See SCORING, ARTICLE VI, section 1.

Section 3. How to begin league play: The score card will be folded in half lengthwise, the visiting team captain will write in his players in the positions he wishes. With the card turned over, so as not to see the visitor’s lineup, the home team captain will write in his players. The card will then be unfolded to reveal who plays whom.

A. The following guidelines will be followed while writing in your lineup for the match:

1. No player shall play more than one singles match in each set. (301, 501, Cricket)

B. Scoring for the match: Weekly standings will be based on the following point system:

1. A & B Division’s winning teams each week will receive 2 points and losing teams receive 0 points. In The event of a tie, both teams will

receive 1 point.

2. The total number of wins and losses each week will be kept track of and will serve as a tiebreaker in case point totals of two or more teams end up the same.

Section 4. Highlights will consist of:

- A. High Scores of 100 points or more.
- B. High Outs of 80 points or more.
- C. Cricket: 6 or more hits on a turn (i.e.: two triples that either close a number or score points)
- D. Cricket: Deadeye (3 double bulls in one turn).
- E. 301: High On of 80 points or more.

Section 5. Substitutes pay their entry fee on the first night of play. If a substitute plays three times for one team he/she shall be locked into that team as a substitute until a new season begins.

Section 6. Each team is limited to a maximum of five (5) players on their roster. To add a player, one must be dropped.

Section 7. The visiting team shall have choice of the board upon which the match will be played, whenever a choice situation exists. Practice boards will not be used for any competition matches. If there is more than one visiting team at a sponsor bar, choice of boards will be based upon a flip of a coin.

Section 8. No later than 15 minutes prior to the time competition is scheduled to commence, the board chosen for the match by the visiting team shall be cleared of play by the management of the establishment, and used for practice by the members of the competing teams.

Section 9. After competition has begun, each player scheduled for match play shall be allowed a period of warm-up according to the following guidelines:

- A. Nine darts each, or maximum of two minutes each.
- B. During competition play, there will be no further practice by any player using any board.

Section 10. Each team captain shall write the names of his/her players on the game card in the manner described in ARTICLE III, Section 3. No substitutions will be

allowed after the first dart of the match has begun, except for medical or by the captain's consent.

Section 11. At the beginning of the spring league season (on the first night of league play or one of the nights of sign-ups) elections will be held for officers.

#### ARTICLE IV      FORFEITURE

Section 1. A full team shall consist of all participants in good standing in the league.

Section 2. Teams shall play a match with whoever shows up for that team, no minimum number of players required.

Section 3. In the event a team declines or refuses to commence play within 45 minutes of the scheduled starting time as provided in ARTICLE II, Section 2, that team shall forfeit the match, except when both team captains agree on a specific later time.

Section 4. Any team having players, but unable to field a full team shall forfeit one point for each individual game in which it is unable to field a player.

- A. The team shall miss one turn for each missing player in each round of the doubles games.
- B. No player shall take more than one turn in any one round of the doubles games.
- C. Under no circumstances shall a player participate in more than one individual game in each set of individual games.

Section 5. Once a player's name has been called and he is not present, he shall no longer be considered eligible to engage in individual competition in that particular game, unless otherwise agreed by the team captains.

Section 6. If a team has less than three players listed to compete and a member of the team arrives, said member can compete under the following conditions:

- A. If the game in question has not been started or passed.
- B. If the opposing captain is given the option to change his/her players, if desired. (Team substitutes only, no league substitutes)

Section 7. If a team withdraws from the league before the first half of the season is complete, all points charged or given, in that half, against said team will be erased and league standings and percentages will be re-figured.

Section 8. In the event of a forfeit, the team that was present will receive 2 points. The forfeiting team will receive 0 points. The total games will not change for the winning team but the forfeiting team will have a 0-9 winning percentage added to their total.

Section 9. If a team needs to re-schedule a match, the opposing team must be notified 24 hours in advance and the match must be played before the second night of league play following the scheduled match. If the game is not made up, then a null game is declared with no points or penalty for either team. If a team forfeits twice in one season they will be dropped from the league.

Section 10. All matches shall be played or made up before the last night of regularly scheduled league play.

## ARTICLE V      SUBSTITUTES

Section 1. Any team having one player present and unable to field a full team for a match may use a substitute player for the night. Only one substitute per team per night will be allowed. Substitutes shall be assigned by the following:

- A. League subs shall have priority in being chosen for play.
- B. The opposing team captain shall have the choice of who will be the sub, from the available pool of league subs. If there is more than one team needing a sub, then names shall be drawn from a hat.
- C. Current members of a CADA team may not sub for other teams.
- D. New league subs can join. See MEMBERSHIP, ARTICLE XI, Section 2.

## ARTICLE VI      SCORING

Section 1. All games begin with a coin flip by the scorekeeper to determine who goes first in the first two legs. The person calling the flip will declare heads or tails while the coin is in the air. The winner of the coin flip will go first in the first leg. The loser of the coin flip will go first in the second leg. If there is a need for a third leg, the diddle procedure will be used. The winner of the starting coin flip will then throw first for the diddle. In the diddle the player with the closest dart to the center



bull, judged from the point of entry, shall go first. If the dart bounces out it must be re-thrown.

Section 2. Re-throws shall be called if the scorer cannot decide which dart is closest to the bull or if both darts are anywhere in the inner bull or both darts are anywhere in the outer bull. Re-throws shall be called until the dart of both players remain imbedded in the board. If the second thrower's dart dislodges the dart of the first thrower, a re-throw shall be made with the second thrower shooting first.

Section 3. The second thrower may acknowledge the first dart as an inner or outer bull (cork) and ask for that dart to be removed prior to his/her throw.

Section 4. For a dart to score, it must remain in the board a minimum of five seconds after the third or final dart has been thrown.

Section 5. Except as otherwise specified, only those darts remaining imbedded in the board after the third throw shall be counted. Once a dart has left a player's hand, in a forward motion, it shall be counted as part of the throw and may not be re-thrown during that particular turn at the board.

Section 6. If a dart is resting upon or imbedded in another dart, it will not be counted as a scoring dart unless it's point is actually touching the board.

Section 7. The thrower shall not overstep the hockey line, but may step back to any distance desired. The thrower must have both feet behind the line. Should a player have his/her foot/feet, shoe or any portion thereof over the hockey line during the throw, all darts so thrown shall be counted as part of the throw, but any score made by said darts shall be invalid and not counted. One warning by the scorer to a player shall be sufficient warning before invoking this rule.

Section 8. Should there be an error in a player's score, it must be rectified before his/her or his/her teams next turn at the board, otherwise said error shall stand. Only team members of either team may notify the scorer of any error.

Section 9. No dart thrown after the closing double is scored shall count.

Section 10. Any team that does not abide by the rules of the game in question shall forfeit that game. If any team does not abide by the rules of the game in question a second time, that team shall forfeit that game, plus any remaining games scheduled for that evening.

## ARTICLE VII

## SCOREKEEPER

Section 1. Standard Score Keeping: The scorer shall mark the board so that scores made are listed in the outer column of the scoreboard and the totals remaining are listed in the two middle columns. Leave the team names on the scoreboard as they were for the first game.

Section 2. The scores indicating the player's score must give the exact score.

Section 3. If requested by the thrower, the scorer may inform the thrower what was thrown on individual darts, what points have been thrown thus far, or how many points remain.

Section 4. Only the scorer and the player may check the board to determine the exact score, if necessary.

Section 5. The scorer and the player must agree on the score before darts are removed or the player will forfeit the score.

Section 6. The scorekeeper shall be the sole authority in charge of the games he scores. His/Her calling of the scores and/or scoring may be challenged by any team member of either team. All play shall cease until such challenges are resolved by team captains.

Section 7. The scorekeeper shall announce the score made on each turn before darts are pulled from the board. Such score shall stand once the darts are removed.

Section 8. Alternate scoring duties pass from team to team each set unless otherwise agreed upon by both teams.

Section 9. The scorekeeper shall not move in any way or talk to the thrower while darts are being thrown. The scorekeeper's eyes should remain on the dart board while darts are being thrown. The scorekeeper shall not distract or hinder the thrower in any way.

## ARTICLE VIII

## PERSONAL CONDUCT

Section 1. The following rules of conduct shall be observed at all times during any event sanctioned by the league.

A. No team shall wager upon the outcome of any individual game or match

in which that member's team is involved. A player found guilty shall be expelled from the league and his team penalized two game points.

- B. Heckling or harassment of members of the other team while they are throwing is considered just cause for penalizing the offender's team one game point. Once a player steps up to the hockey line, allow him/her to concentrate. Opposing players must stand at least two feet behind the player at the hockey line. Non-players must be behind the shooters.
- C. The repeated use of foul, abusive or insulting language and/or resorting to the use of physical violence shall be just cause for penalizing the offender's team four game points. The second violation of this rule shall cause the member to be expelled.

Section 2. If an establishment refuses admission to an opposing team player, said match shall be re-scheduled at the opposing establishment. Captains shall insure order is maintained.

## ARTICLE IX      AWARDS AND TROPHIES

Section 1. Awards, trophies, plaques and/or certificates shall be presented upon completion of the regular competition schedule as follows:

- A. To the individual team members of the top three teams in each division, not to exceed 6 trophies per team. Top two teams if fewer than 6 teams in the division. Top team (1) if fewer than 5 teams in the division.
- B. Special Awards:
  - 1. 180 – One trophy, plaque or certificate per qualifying member.
  - 2. 171 or above – One trophy, plaque or certificate. (Note: if there is no 180 or 171 scored, an award will be presented to the individual who scores the highest in one throw (3 darts) in each division for the season).
  - 3. Highest Out/Finish during the season – One trophy, plaque or certificate.
  - 4. Top 3 finishers in each division singles tournament.
  - 5. Highest On in 301 during the season – One trophy, plaque or certificate.
  - 6. Round of Nine in Cricket – One trophy, plaque or certificate per qualifying member.
  - 7. Deadeye (3 double bulls in Cricket) – One trophy, plaque or certificate

per qualifying member.

C. Playoff Awards:

Once the general season has finished, High Score, High Out and High On scores will not change. Players whose teams are competing in the League Playoffs will still be credited for 180, 170 On, 170 Out and Rounds of Nine.

Section 2. The trophy committee will select, purchase and order proper engraving for the trophies.

Section 3. Team members need not be present to receive awards. The board will hold awards until picked up or team captain shall keep awards for members.

Section 4. The top team in each division will move up to the next division. Additional teams may be moved up or down by the board if the divisions are not balanced.

Section 5. When one individual earns more than one certificate all honors will be placed on one certificate.

ARTICLE X      PLAYOFFS

Section 1. Team tournament: All matches will be the same as those played in the regular season for that division.

Section 2. Only team members may play in the team tournament and the playoffs. No substitutes will be allowed.

Section 3. Schedule of play for playoffs will be Fourth and First place teams play off. Winner of the match plays the winner of the match between the Second and Third place teams for the Championship. The two losers will play for third place. If there are fewer than 8 teams in a division, the top 3 will make the playoffs, with the first place team receiving a 1<sup>st</sup> bye round. If there are five or less teams in a division, there will be no playoffs and the season standings will stand as final.

Section 4. The board will schedule the location of all playoff games giving equal consideration to all establishments.

Section 5. The board will oversee the playoffs.

ARTICLE XI      MEMBERSHIP

Section 1. Only registered players or approved guests may participate in Chico Area Dart Association (CADA) activities.

Section 2. Dues shall be established at the general membership meetings prior to each season.

Section 3. A team captain may play a new player provided that said player becomes a registered CADA member prior to any scheduled match in which he/she will play except that new players may not be added during the last two weeks of the league schedule.

Section 4. A player may register for any team he/she wishes, however, he/she does not officially become a member of a team until the first night he/she plays.

A. Even though registered for a particular team, a player shall be considered a New player until he/she actually plays for that team.

B. Once having played for a team, a player may change teams during the season only if that team withdraws from the league and the following conditions are met:

1. The Executive Board has received written notice of the team's intention to withdraw as of a particular date.
2. The Executive Board has notified all other teams involved.
3. There are more than two matches remaining in the season.

Section 5. There will be two general membership meetings per year, one before the spring league commences and the other before the fall league commences. Elections will be held at the spring meeting. Rule changes shall be made only at the general membership meetings.

Section 6. Captains meetings will be held at the start of each season.

Section 7. Any temporary ruling in these Rules of Play can be made by the Executive Board and will stand in effect until the next general membership meeting, to be voted on or deleted.

ARTICLE XII

AMERICAN DART ORGANIZATION (ADO)

Section 1. The CADA will retain membership in the ADO.

Section 2. In cases where disputes arise and no remedy is found in the Rules of Play, we will use ADO rulings for final settlement.

Section 3. An ADO representative will be elected or will volunteer and will have all ADO rules and bulletins.

ARTICLE XIII

FEES

Section 1. Each player shall pay a \$25.00 fee at the beginning of each new season. Players shall not be eligible for High Score, High On, High Out, 180, 171 or Round of Nine Highlights until they have paid their dues in full. Players become eligible for Highlights from the date of payment. There will be no credit given for highlights hit before payment is made.

ARTICLE XIV

REVIEW COMMITTEE

The review committee consists of one league officer and one member from each league division, to be appointed by the president. It will meet with representatives of the teams involved to hear disputes between teams and complaints against individual league members. It has the power to impose or remove penalties, and it's decisions are final. No committee member may vote in a dispute involving his/her team.